KLAX

SEGA
Master System™

TENGEN

WARRANTY

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Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.

3. Turn the power switch to ON. In a few moments, the Title screen appears.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the Power Switch is turned OFF when inserting or removing your Cartridge.

① Sega Cartridge

② Control Pad 1

③ Control Pad 2

GAME BACKGROUND

This hot new tic-tac-tile game has you scrambling to catch coloured tiles as they tumble down a conveyor belt. Arrange the tiles in same-coloured stacks of three or more to score big points! Sounds easy? Well, it is until the tiles come tumbling at you faster and faster and faster! You'll lose your mind trying to catch them all while figuring out where to stack them before you run out of room! KLAX, the fun, fast, totally mind-boggling arcade puzzle that makes you move faster – and think faster!

SUMMARY OF CONTROLS

Directional Button (D Button)

- Press UP or DOWN to move the marker at the Start/Options screen.

- Press UP to flick tiles back up the conveyor belt if 'pad up' is selected from Options Screen.

- Press LEFT or RIGHT to move bat to catch tiles.

Button 1

- Press to select 'START' game on the Options Menu.

- Press to select option settings.

- Press to flip the tiles off the bat into the bin below

Button 2

- Press to flick tiles back up the conveyor belt if 'button 2' is selected on the Options Screen.

Pause Button (on the Console)

- Press to pause the action.

1. OPTION SCREEN

This screen lets you check out the options available. For a complete description of these options see the OPTIONS MENU section.

Press UP and DOWN on the joypad to move the hand between the options. Press Button 1 to select the one you want.

2. WAVE INFORMATION SCREEN

This screen is for your information only.

WAVE: The current wave number

GET: Shows what you need to get to finish the wave (see HOW TO COMPLETE A WAVE section)

HINT: A helpful hint.

Press Button 1 to start this wave.

OPTIONS MENU

DROP METER:
To help you learn the game, you can turn the drop meter off for WAVE 1. This way, you can choose only the colours you want and experiment with the game at your own pace.

MUSIC:
Allows you to listen to music during the game.

SOUND:
This setting turns sound effects ON and OFF. Note that you cannot have both sound effects and music at the same time.

FLICK BRICK:
Allows you to select 'pad up' or 'button 1won' in order to flick the tiles back up on to the conveyor belt during play.

BAT SPEED:
This setting determines the speed at which the bat moves to catch the tiles coming down the conveyor belt. You can select 'FAST' or 'SLOW'.

BRICK PALETTE:
Allows you to change the colours of the tiles.

KLAX

A KLAX is three or more tiles of the same colour in a row.

Diagonal   Horizontal   Vertical

HOW TO PLAY

1. You play KLAX by moving your bat left and right and using it to put tiles in the 'bin'. Your bat can move to one of 5 positions on the screen.

2. The bat can hold up to 5 tiles.

3. Press Button 1 to flip the top tile off into the bin below. Press UP on the directional button or button 2 (see options menu) to flick the top tile on your bat up the conveyor belt.

   Also you can press DOWN on the directional button to accelerate the tiles on the conveyor. Use this feature with caution.

- There are up to 10 total colours in the game, plus the wild tile. (The wild tile is a flashing block that will substitute for any colour.)

DROP METER

If you do not catch a tile with your bat, it will drop to its death and your drop meter will increase. You have a limited number of drops before your game is over.

When all the lights are on, your game is over!

HOW TO COMPLETE A WAVE

There are 5 different types of wave in KLAX.

WHAT TO DO

1. Get the number of KLAXs specified. KLAXs are three or more tiles of the same colour in a row.

2. Only diagonal KLAXs count towards finishing the Wave. You can still get other types of KLAXs, though (and you might need them to survive).

3. That many tiles must be caught on the bat to finish the Wave.

4. You need to get this many points to finish the Wave. See SCORING for how many points each type of KLAX scores.

5. Only Horizontal KLAXs count towards finishing the Wave. You can still get all types of KLAXs, though.

①

Type of Wave
"You must get XX* KLAXs."

②

Type of Wave
"You must get XX* Diagonals"

Type of Wave
"You must catch XX* Tiles"

④

Type of Wave
"You must get XXXX* points"

⑤

Type of Wave
"You must get XX* Horizontals"

THE BASIC EXAMPLES OF A KLAX AND SPECIAL WILD TILE COMBOS

3 Tiles = 1 KLAX

4 Tiles = 2 KLAXs

5 Tiles = 3 KLAXs

50 Points

5,000 Points

2 x 10,000 Points

2 x 10,000 Points

10,000 Points

1,000 Points

15,000 Points

10,000 Points

2 x 5,050 Points

5,000 Points

10.000 Points

20.000 Points

2 X 1.050 Points

2 X 10.050 Points

3 X 6.050 Points

2 X 25.000 Points

5 X 42.050 Points

3 X 6.050 Points

3 X 15.000 Points

5 X 30.000 Points

2 X 5.050 Points

3 X 10.050 Points

3 X 20.000 Points

4 X 30.050 Points

3 X 30.000 Points

2	4			3	2
2	4			1	1
1	1			1	1
1	1			1	1
2	4			1	1
2	4			3	2

5 X 42.050 Points

HINTS AND TIPS

1. Klaxs can be achieved horizontally, vertically or diagonally.

2. Starting on a higher level gives you more drops.

3. Save the wild tiles for desperate situations.

4. Complicated Klaxs are rewarded with bonus extra points.

HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega System.

For Proper Usage:

1. Do not immerse in water!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinner, benzene, etc.!

When wet, dry completely before using. When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water. After use, put it in its case.

* Be sure to take an occasional recess during extended play.

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For all enquiries about this or any other Tengen or Domark game, please write or telephone our special customer support department at Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR. Tel: 081 780 2224 (Between 1.30 and 4.30 pm)